

Caveat: Just because it's documented doesn't mean it works that way.

Date Distributed: 04/02/1990

Requirements

Amiga 1000/500/2000

approximately 50K of CHIP RAM

approximately 400K of additional RAM

About Handebug

Handebug is a debugging tool specifically written for the Handy/Lynx project. It was designed to allow downloading programs and data files, examining and changing memory and registers, breakpointing and stepping through code, and uploading and saving memory. It will also communicate with Handecraft, providing a limited emulation of the Suzy display hardware. Handebug has a public message port allowing other programs to communicate with and control it on a limited basis.

All of the basic debugger functions are available from the main display. Handebug is graphically oriented, and most functions are accessible via the mouse. Keyboard equivalencies are also provided where appropriate. Due to their nature, some advanced features are only accessible via either the mouse or the keyboard.

Almost all fields can also be edited via the keyboard. Data can only be entered in the correct format. A field containing decimal data will not accept keydata outside the range of 0-9. Changes made by the keyboard are immediately transmitted to the Lynx, when appropriate. The special keys '-' and '=' or '=' can be used to decrement or increment the value in a field. The cursor can be moved on the display by either clicking on the appropriate position with the mouse, or using the arrow keys to move around. Shift-arrow keys can be used to move between groups of fields.

The mouse can also be used to transfer data from one field to another. Double-clicking on a displayed value with the LEFT mouse button will usually copy that value to an internal paste buffer and temporarily display the selected value at the top of the display. Clicking on a field with the RIGHT mouse button will usually cause the value in the internal paste buffer to be deposited into that field, with any corresponding changes sent to the Lynx. A few fields don't respond to one or both of these actions.

Getting Started

Handebug can only be run from the CLI. To load Handebug, type "Handebug" or "Run Handebug" at the CLI prompt. Either method will work, although the second one is recommended since it will run the debugger as a background CLI task, leaving the CLI free to do other things. If you don't "Run" it, the CLI will be tied up executing Handebug, forcing you to open yet another CLI window to do other things, like editing or assembling files, and windows require screen (CHIP) memory which is at a premium when Handecraft is performing Suzy emulation. In general, the fewer windows open the better.

Handebug takes over the parallel port and opens a custom screen on the Amiga display. The screen can be pushed to the back or slid up or down using the drag bar (title bar) and depth-arranging gadgets at the top of the display. This